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[A Recovery Mechanism for Shells - Pehlivan, Holyer \(1998\) \(Correct\) \(1 citation\)](#)

undo **facility** is an essential component of most **interactive** applications. In current operating system November 13, 1998 Abstract An undo **facility** is an essential component of most **interactive** system (e.g. implement a new NFS network file **structure**)The new **structure** can simply provide access www.cs.bris.ac.uk/~ian/Functional/undo.ps

[Analysis of a Local Search Heuristic for Facility.. - Korupolu, Plaxton.. \(1998\) \(Correct\) \(34 citations\)](#)

Analysis of a Local Search Heuristic for Facility Location Problems Madhukar R. Korupolu 1 C. www.cs.utexas.edu/users/rraj/Pubs/fac.ps

[PBD Systems: When Will They Ever Learn? - Witten \(1995\) \(Correct\) \(1 citation\)](#)

1693 We trace the twin beginnings of PBD in **interactive** programming environments and sequential had been left by the wayside: STAR lacked any **facility** for PBD. However, a 1981 project by Dan tokens or "events.The question of inferring **structure** from behavior had been addressed, and solved, www.cs.waikato.ac.nz/~ml/publications/1995/Witten95-PBD.ps.gz

[Improved approximation algorithms for uncapacitated facility.. - Chudak \(1998\) \(Correct\) \(36 citations\)](#)

approximation algorithms for uncapacitated **facility** location Extended Abstract) Fabi'an A. Chudak ftp.hpc.uh.edu/pub/ipco98/chudak.ps

[Interactive Construction of Decision Models Based on Causal.. - Marek Druzdzel \(Correct\)](#)

In Working Notes of the AAAI Spring Symposium on **Interactive** and Mixed-Initiative Decision-Theoretic little work has been done on composing model **structure**. At the same time, there are strong indications models is more sensitive to the model **structure** than to the precision of its numerical www.isp.pitt.edu/~ching/publications/model.ps

[Perceptual Organization in an Interactive Sketch Editing.. - Saund, Moran \(1995\) \(Correct\) \(9 citations\)](#)

Perceptual Organization in an **Interactive** Sketch Editing Application Eric Saund Thomas on token grouping in a multiscale blackboard data **structure**. This organization supports multiple knowledge bases for interpreting visual **structures**, and natural gesture-based selection of visual www.parc.xerox.com/spl/members/saund/papers/fancytivoli-iccv95.ps.Z

[Interactive Configuration Management for Distributed Systems - Fosså \(Correct\)](#)

University of London Halldor Foss April 1997 **Interactive** Configuration Management for Distributed www-dse.doc.ic.ac.uk/~hf2/phd/thesis.ps.Z

[A review of formalisms for describing interactive behaviour - Harrison, Duke \(1994\) \(Correct\) \(8 citations\)](#)

A review of formalisms for describing **interactive** behaviour M.D. Harrison and D.J. Duke Human are basic to both. Task analysis tends to be **structured**, but informal, and is more concerned with the the user's task in terms of a hierarchical goal **structure** using artificial intelligence techniques based ftp.mrc-apu.cam.ac.uk/pub/amodeus/sysmod/sm_wp28.ps

[The Alloc Stream Facility: A Redesign of Application-Level .. - Krieger, Stumm, Unrau \(1994\) \(Correct\)](#)

(9 citations)

27(3)March, 1994, pp. 75-83. The Alloc Stream **Facility**: A Redesign of Application-Level Stream I/O is substantially improved as a result of a) the **structure** of the **facility** that allows it to take But it can also be due to new operating system **structures** that are becoming more widespread, where the ftp.cs.toronto.edu/pub/parallel/Krieger_etal_IEEComp94.ps.Z

[Right Triangular Irregular Networks - Evans, Kirkpatrick, Townsend \(1997\) \(Correct\) \(11 citations\)](#)

hierarchical data **structure** to the problem of **interactive** terrain visualization. We point out some of

Arizona Abstract We describe a hierarchical data **structure** for representing a digital terrain (height discuss the application of this hierarchical data **structure** to the problem of **interactive** terrain
www.cs.arizona.edu/people/will/papers/rtin.ps.gz

The Low Temperature Microgravity Physics Facility - Mary Jayne Adriaans (Correct)

1.09 The Low Temperature Microgravity Physics Facility Mary Jayne Adriaans, Feng-Chuan Liu Jet electronics, mechanical and thermal support **structures**, and **structures** necessary to interface with the mechanical and thermal support **structures**, and **structures** necessary to interface with the ISS and launch
techreports.jpl.nasa.gov/1999/99-1720.pdf

Distributed Real-Time Simulation For Intruder Detection.. - Jeffrey Smith Auburn (Correct)

being modeled involves entities moving within a **facility**. The **facility** generally represents a building to be developed without detailed knowledge of the **structure** or language to implement the principal Implementation Language. 2 General System **Structure** The System Being Modeled Involves Entities
www.informs-cs.org/wsc99papers/169.PDF

Pickling threads state in the Java system - Bouchenak (1999) (Correct) (10 citations)

JVM. Java also provides a dynamic class loading **facility**, allowing code to be dynamically moved mechanism. The rest of the paper is **structured** as follows. Section 2 presents the approaches) and describe the Java thread state **structure**. 2.1 Motivations and related work There are
sirac.imag.fr/PUB/99/99-ersads-sara-PUB.ps.gz

A Brief History of S - Richard Becker (1994) (Correct) (1 citation)

out of proportion to the size of the problem. An **interactive facility** could make such work much easier. It to the size of the problem. An **interactive facility** could make such work much easier. It was the and Lesk, 1978)the Ratfor language for writing **structured** Fortran (Kernighan, 1975)Struct, for turning
www.research.att.com/areas/stat/doc/94.11.ps

Architecture And Algorithms For Modelling Facility Location.. - Burger (1997) (Correct)

a few seconds it will fail to flourish as an **interactive** planning tool. If accessibility is Architecture And Algorithms For Modelling Facility Location Problems Joe Burger, B.sc, maths &
www.int.gu.edu.au/kvo/reports/joe.ps.gz

Beyond Multiprocessing .. Multithreading the SunOS.. - Eykholt, Kleiman.. (1992) (Correct) (72 citations)

activities the kernel benefits from a thread **facility** that is essentially the same. The resulting techniques. In particular, the kernel was re-**structured** around threads. Threads are used for most is very lightweight, having only a small data **structure** and a stack. Switching between kernel threads
sunsite.unc.edu/pub/sun-info/development-tools/multi-threaded/beyond_mp.ps

Algebraic Methods for Interactive Proof Systems - Lund, Fortnow, Karloff, Nisan (1992) (Correct) (115 citations)

Algebraic Methods for **Interactive** Proof Systems Carsten Lund Lance Fortnow in relativized worlds. Studying the algebraic **structure** of well-known complexity classes may lead to in one round. In Proc. of the 6th Conference on **Structure** in Complexity Theory, pages 110-115, 1991.
cs-www.uchicago.edu/~fortnow/papers/.ip.ps

Bielefeld Workshop on RNA Structure Exploration - Giegerich, Dress (Correct)

Bielefeld Workshop on RNA **Structure** Exploration Robert Giegerich Technische Fakult Bielefeld Workshop on RNA **Structure** Exploration 1 Contents Schedule 1 Dirk Evers Interpretation of experimentally determined RNA **structure** transitions by **structure** predicting methods. 5
www.techfak.uni-bielefeld.de/~folker/workshop/abstracts.ps

A Framework for Undoing Actions in Collaborative Systems - Prakash, Knister (1994) (Correct) (19 citations)

is a standard feature in most single-user **interactive** applications. In this paper, we propose a For instance, the availability of an undo **facility** in editors is useful for reversing erroneous a linear list, the US&R model keeps a tree data **structure** for maintaining history so that it becomes
ftp.sunet.se/ftp/pub/groupware/DistEdit/papers/tochi94.ps.gz

Implementing Lightweight Remote Procedure Calls in the Mach ... - Bourassa, Zahorjan (1995) (Correct)

(1 citation) applications. Although the existing Mach 3 RPC **facility** is highly optimized, the incorporation of a interface, MiG (Mach interface Generator)The **structure** of Mach 3 leads to a different design for its

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[Collaborative Cad Modelling In Mutidisciplinary Design Domains - Rosenman, Gero](#) (Correct)

Collaborative Cad Modelling In Mutidisciplinary Design Domains M. A. each dealing with a specialized aspect of the **building** design and each with its own concepts and method used for representation. These **drawings**, actually contain only unstructured graphic
<ftp://arch.usyd.edu.au/pub/KCDC/progress/ros-ger-collab-ifip97.ps.gz>

[Development of International Collaborative CAD/CAM - Grier Lin \(1995\)](#) (Correct)

operations. APT is not designed for **interactive** operation in nature. Although the 1 Development of International Collaborative CAD/CAM Grier C.I. Lin Yung-Chou Kao Centre for 1991) for sharing two dimensional sketch **drawings**, TOPES (Pferd, Peralta, and Prendergast, 1979)
www.camr.unisa.edu.au/papers/1995/mtw95yckao.ps.gz

[Parallel h-v Drawings of Binary Trees - Metaxas, Pantziou, Symvonis \(1994\)](#) (Correct)

Parallel h-v **Drawings** of Binary Trees Panagiotis T. Metaxas 1 a method to obtain optimal h-v and inclusion **drawings** in parallel. Based on parallel tree contraction, of cost functions of the enclosing rectangle) **drawings** in O(log 2 n) parallel time by using a
[ftp://ftp.cs.su.oz.au/pub/tr/TR93_480.ps.Z](http://ftp.cs.su.oz.au/pub/tr/TR93_480.ps.Z)

[Interactive Beautification: A Technique for Rapid Geometric.. - Ytakeo Igarashi \(1997\)](#) (Correct) (11 citations)

Interactive Beautification: A Technique for Rapid performed using the prototypesystem, a commercial CAD tppl, and an OObased **drawing** system. The result The motivation is to solve a problem with current **drawing** systems: toomany complex commands and
www.mti.t.u-tokyo.ac.jp/Research/paper/1997/E97-conference-takeo-2.ps.gz

[Interactive Construction of Decision Models Based on Causal.. - Marek Druzdzel](#) (Correct)

In Working Notes of the AAAI Spring Symposium on **Interactive** and Mixed-Initiative Decision-Theoretic and is usually very laborious. Aiding model **building** in computer systems can significantly reduce the thinking, the value variable. The user can also draw several focus variables, for example decisions,
www.isp.pitt.edu/~ching/publications/model.ps

[Whizz'ed: A Visual Environment For Building Highly.. - Olivier Esteban \(1995\)](#) (Correct) (2 citations)

A Visual Environment For **Building** Highly **Interactive** Software Olivier Esteban Stephane Chatty Whizz'ed: A Visual Environment For **Building** Highly **Interactive** Software Olivier Esteban such as iconic interfaces or MacDraw TM like **drawing** tools, requires more than the instantiation and
lis.univ-tlse1.fr/palanque/Ps/vdb95.ps.gz

[Graph Multidrawing: Finding Nice Drawings Without.. - Biedl, Marks, Ryall..](#) (Correct) (1 citation)

window this window can be panned and zoomed **interactively** and interesting **drawings** can be viewed in Graph Multidrawing: Finding Nice **Drawings** Without Defining Nice Therese Biedl 1 Joe paper proposes a multidrawing approach to graph **drawing**. Current graph-drawing systems typically produce
www.merl.com/people/marks/mdraw.ps.gz

[Interactive Orthogonal Graph Drawing - Papakostas, Tollis \(1996\)](#) (Correct) (1 citation)

Interactive Orthogonal Graph Drawing Achilleas system under the Relative-Coordinates scenario **builds** a **drawing** that has no more than $3n(t)$ Gamma 1 Interactive Orthogonal Graph Drawing Achilleas Papakostas and Ioannis G. Tollis
wwwpub.utdallas.edu/~tollis/papers/interactive_J.ps

[Collaboration with Multimedia Documents - Joseph, Klement](#) (Correct)

see and to talk to each other, and distributed **interactive** simulations. Therefore, it is more sensitive isochronous Text Email Talk Graphics download CAD model distributed **interactive CAD** design

www.egd.igd.fhg.de/veranstaltungen/workshops/egmm96/paper25.ps

Perceptual Organization in an Interactive Sketch Editing.. - Saund, Moran (1995) (Correct) (9 citations)

Perceptual Organization in an **Interactive** Sketch Editing Application Eric Saund Thomas selected object(s)The technical challenges in **building** perceptually supported **interactive** image editors editing. While conventional computersupported **drawing** tools give users access to visible marks or www.parc.xerox.com/spl/members/saund/papers/fancytivoli-iccv95.ps.Z

A Making-Movies Metaphor for Structuring Software.. - Jacomi, Chatty, Palanque (1997) (Correct)

for Structuring Software Components in Highly **Interactive** Application Michelle Jacomi 1,2 Stphane software engineering techniques to specify and build full scale applications. This is exemplified with Interaction, HCI'97, Springer Verlag. 3 The main drawbacks of these approaches are the lack of lis.univ-tlse1.fr/~palanque/Ps/hci97.ps

Area-Efficient Static and Incremental Graph Drawings - Biedl, Kaufmann (1997) (Correct) (5 citations)

scenario is a first important step towards full **interactive** scheme and has been considered for 4-graphs in Area-Efficient Static and Incremental Graph Drawings Therese C. Biedl 1 Michael Kaufmann 2 1 we present algorithms to produce orthogonal drawings of arbitrary graphs. As opposed to most known www.pr.informatik.uni-tuebingen.de/~mk/psfiles/esa97-drawing.ps.gz

Design Studio of the Future - de Vries, van Leeuwen, Achten (1997) (Correct)

research program (Virtual Reality -Distributed **Interactive** Systems) is carried out to provide produces shapes with explicit dimensions. Almost all **CAD** systems support this technology. Only few of them University of Technology Faculty of Architecture, **Building** and Planning Design Systems group Eindhoven, The www.ds.arch.tue.nl/Research/publications/bauke/Cibw78_97_Ref.pdf

Area Requirement of Gabriel Drawings (Extended Abstract) - Liotta, Tamassia, Tollis.. (Correct)

Area Requirement of Gabriel **Drawings** extended abstract G. Liotta 1 R. we investigate the area requirement of proximity **drawings** and we prove an exponential lower bound. Our is to show the existence of a class of Gabriel-drawable graphs that require exponential area for any 151.100.16.20/pub/Theory/alcom-it/AlcomArchive/WP3/tr-125.ps.gz

A Case Study for International Remote Machining - Yung-Chou Kao (1995) (Correct)

application only. The designers can mostly get **interactive** response from the computer instead of other centre and robot are also discussed. Keywords: **CAD/CAM**, international remote machining, CSCW 1. www.camr.unisa.edu.au/papers/1995/icim95yckao.ps.gz

Convex Drawings of Graphs in Two and Three Dimensions.. - Chrobak, Goodrich.. (Correct)

Convex **Drawings** of Graphs in Two and Three Dimensions for constructing the following types of **drawings** of n-vertex 3-connected planar graphs: ffl 2D 3-connected planar graphs: ffl 2D convex grid **drawings** with $(3n-2)$ area under the edge L 1 www.cs.jhu.edu/~goodrich/pubs/convex.ps

Direct Physical Modeling and Automatic Code Generation for.. - Otter, Grübel (1993) (Correct)

in the engineering development stage using **CAD**- and CAE-tools, 2) descriptive "model **building** approach. It requires a multidisciplinary model **building** environment for computer-controlled physical www.op.dlr.de/FF-DR/dr_er/staff/otter/.../publications/1993/otter_duisburg.ps.gz

Proximity Drawings of Outerplanar Graphs - Lenhart, Liotta (1996) (Correct) (2 citations)

Proximity **Drawings** of Outerplanar Graphs (Preliminary Version) Rhode Island 02912 CS-96-21 June Proximity **Drawings** of Outerplanar Graphs Preliminary Version) 02912-1910 gl@cs.brown.edu Abstract A proximity **drawing** of a graph is one in which pairs of adjacent ftp.cs.brown.edu/pub/techreports/96/cs96-21.ps.Z

Optimizing Area and Aspect Ratio in Straight-Line Orthogonal.. - Timothy Chan (1997) (Correct)

and Aspect Ratio in Straight-Line Orthogonal Tree **Drawings** Timothy Chan Michael T. Goodrich Abstract. We investigate the problem of **drawing** an arbitrary n-node binary tree orthogonally in " We investigate both upward and non-upward **drawings**, achieving area bounds of $O(n \log n)$ and $O(n \log$ www.cgc.cs.jhu.edu/~goodrich/pubs/aspect.ps

A Near-Linear Area Bound for Drawing Binary Trees - Timothy Chan (1999) (Correct) (2 citations)

A Near-Linear Area Bound for Drawing Binary Trees Timothy M. Chan Abstract We upward, strongly order-preserving, straight-line **drawings** of any n-node binary tree. In particular, it is "0. 1 Introduction What is a good way to **draw** a given binary tree? Several natural criteria come www.cs.miami.edu/~tchan/tree2_soda.ps.gz

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